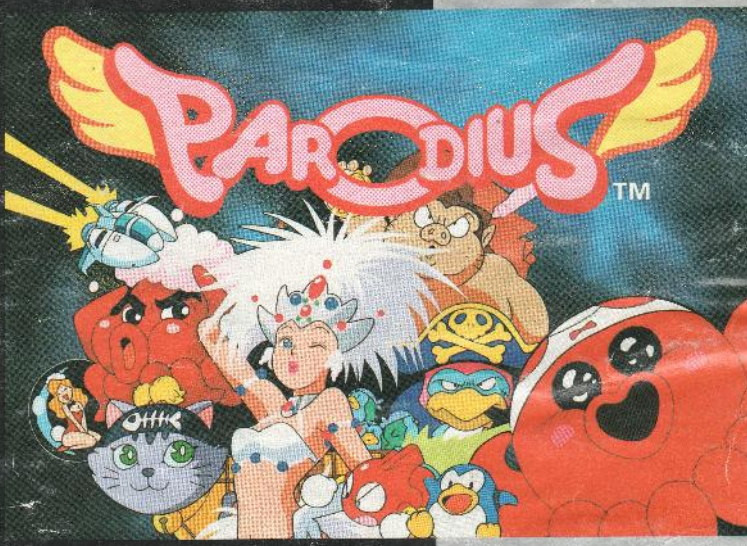
KONAMI®

SNSP-PD-AUS



INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

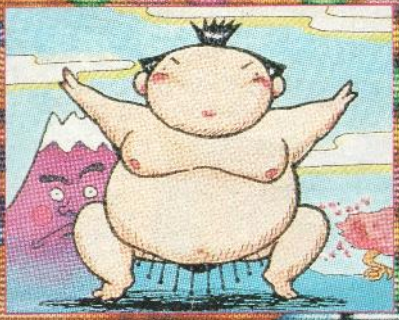
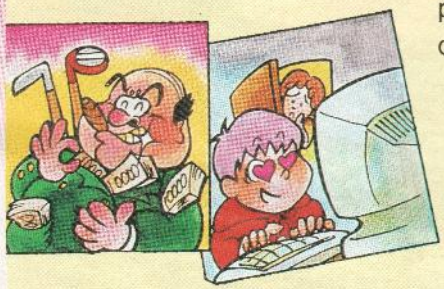


Table of Contents

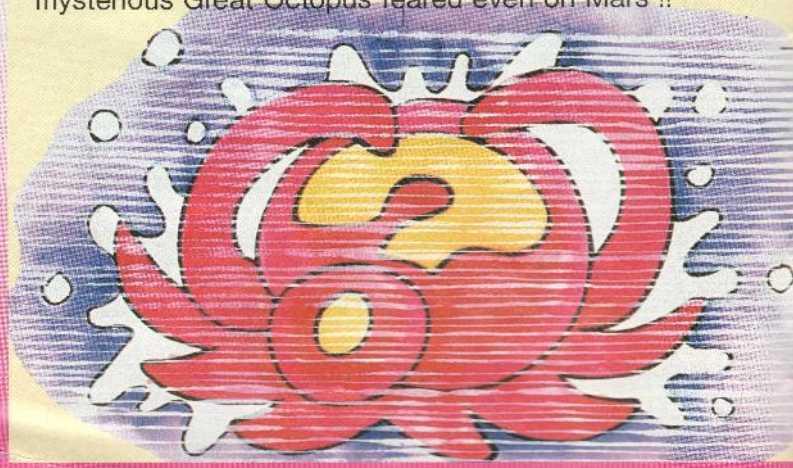
Story 4
How to Play 6
How to Operate 10
Screen Elements 11
Capsule Power Up 12
Bell Power Up 14
Character Introduction 16
Enemy Character Introduction 18

Story

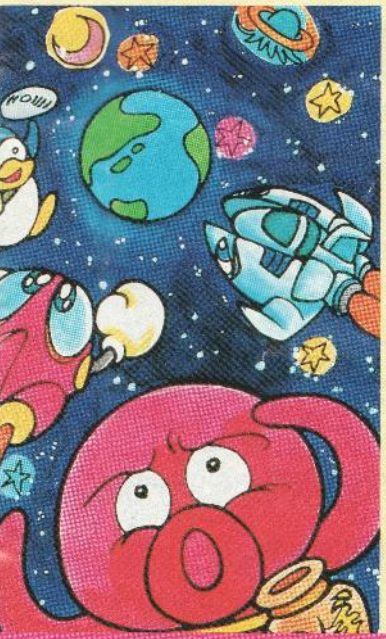
The year is 1992. The changes in world history have been remarkable, and with a mere eight years to go until the 21st century, the people of the world have lost their hopes and dreams. Government officials take pleasure only in making money. Little boys bury themselves in their computers and ignore their mothers. Children no longer play outdoors with each other. They play inside at game centres against machines.



All this evil is rumoured to be the workings of the m...mm.. mysterious Great Octopus feared even on Mars !!



At this time, after winning a fight to the death with an old foe, Mr. Parodius goes to the countryside to enjoy a little farming on his paid vacation. Returning to our prefab octopus pot, he is surprised upon viewing something in our newspaper, "The Universe". There he finds a picture of the mysterious Great Octopus grabbing the Earth in his arms. It is none other than his father, who disappeared two years ago!



Just then his old friends, Vic Viper, Twin Bee, and Pentaro come running in. They've seen the paper, too! Will father and son really meet?

Again the octopus sets out with his friends to seek the truth.

How to Play

At the Title Screen

1 PLAYER
2 PLAYERS
OPTION: Allows 1P or 2P to freely change the function of buttons and other settings.

LOLLIPOP: Mood refresher! Point-earning mode!
Use the +button or SELECT button to choose, and the START button to set.

PLAYER SELECT Screen

Use the SELECT button or up/down keys of the +button to choose one of the four characters, each having different attack methods, and press the A button to set.

Next, use the SELECT button or up/down keys to choose the power up method.

MANUAL For powering up by yourself.

AUTO For powering up automatically, without pressing any buttons.

Press the A button to set, and start playing !

OPTION MODE screen

1P or 2P can freely set the difficulty level, button operations, etc. Use the up/down keys to choose a category and the right/left keys to set.

REST: player units...0-9
GAME LEVEL: difficulty...1-7

Each of the four functions listed below can be executed by any button: A, B, X, Y, L or R. Set the button you like for each function.

SHOT: forward attack
MISSILE: attack from the ground
POWER UP: power up setting
BELL POWER: bell power use
AUTO SHOT: continuous firing function on/off
ROULETTE: roulette function on/off
MUSIC: game music monaural/stereo switch

With the next category, you can hear all the kinds of music that appear during the game. Use the right/left keys to choose and the A button to set.

MUSIC TEST: game music

When you have finished making the settings, press the START button and you will return to the Title Screen. Then start playing!

The game centre is abound with laughter. It's Parodius entering the living room. Select the player you want to use from among the four characters available and solve the mystery of the Great Octopus!

In the Option Mode, you can set the buttons and difficulty level to whatever you wish, and you can even hear the game music!

If you defeat an enemy and capture a capsule, you can power up! There are different ways to power up, so check out how to on p. 14—p. 15.

You are given three player units in the initial settings; you get 1 UP after 20.000 points and one for every 100.000 points thereafter.

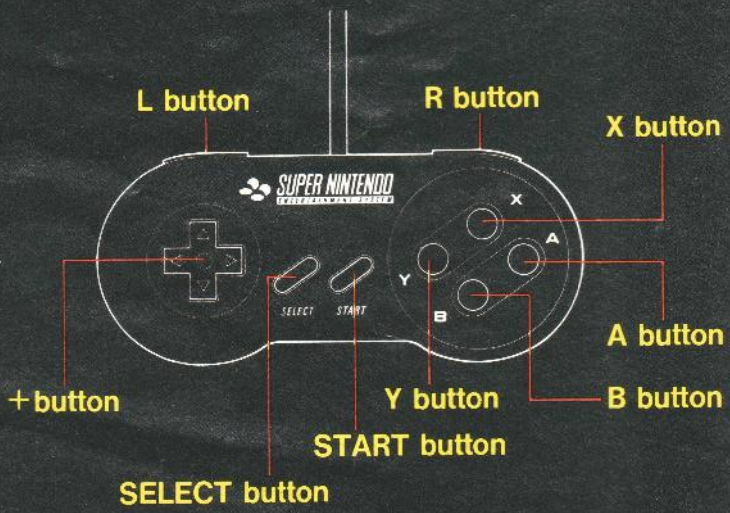
When all players are out, the game is over, but you can continue play if you press the START button within 10 seconds. When you continue, though, you must select your player and set power up again.

After you clear the final stage, it's alright to celebrate your victory, but if you want to, you can play against a more powerful enemy from the beginning. Once you start, can you stop?
An endless Parodius!

Inside a capsule there is a roulette capsule. If you capture it, the power up gauge flashes like a roulette wheel, and you must press a button to stop it! If you are lucky, you power up. If you are unlucky, you power down. (You can also eliminate the roulette in the settings.)

If your rank is in the top 12, after game over you go to the Ranking Screen where you can register your name.

How to Operate



+button: Player movement, category selection.
SELECT button: Category selection.
START button: Game start, pause.
A button: Firing of stocked bell power.
B button: Firing of missile, shot, laser, double,etc.
X button: Not used.
Y button: Capsule power up.
L button: Not used.
R button: Not used.

These are the MANUAL power up initial settings, but by using OPTION, you can switch the functions of the A, B, X, Y, L or R buttons. Find the key combination that works best for you ! With AUTO power up, powering up is automatic. Moreover, you can power up any time with the button you set.

Screen Elements

Capsule Power Up

If you defeat all the enemies or formations, a power up capsule appears! Each time you capture one, the power gauge at the bottom of the screen lights up one more notch. Press the power button when the level you want is lit and your player will power up! (With AUTO power up, powering up occurs automatically.)

There are four weapons for powering up, and four patterns for each weapon, as shown below.

Power up capsule	Speed up	Missile	Double
Vic Viper	Speed up, 5 levels		Double
Octopus	Speed up, 5 levels	2 way	Tail gun
Twin Bee	Speed up, 5 levels	Rocket punch	Tail gun
Pentaro	Speed up, 5 levels	Missile	Double

*** Blue Capsule**

The blue capsule is a powerful item. If you capture it, you can give damage to all of the enemies on the screen.

*** Roulette Chance**

Inside a capsule there is a roulette capsule. If you capture it, the power up capsule at the bottom of the screen flashes like a roulette wheel! When you press the power up button it stops. If you are lucky, you power up. If you are unlucky, you power down. (You can also turn the roulette function off in the settings.)

Laser	Option	!?	Shield
Laser	Maximum of 4 units		Shield
Ripple	Maximum of 4 units		Octopus trap
3 way	Maximum of 3 units		Force field
Spread gun	Maximum of 3 units		Bubble

Bell Power Up

In addition to powering up with capsules, you can also power up with bells. Enemies that produce a power up capsule sometimes produce a bell.
Each time you shoot the bell, it changes colour, so capture it as best you can when it is most powered up.

Superbomb (Blue)

A single superbomb can knock out enemies in a big area. Throw it by pressing the bell power button. (You can stock up to three.)

Megaphone (White)

A megaphone appears in front of the player for a limited time! A stream of letters come out of the megaphone to knock out enemies.During this time, you cannot use ordinary attacks, except for a missile.

Score Up (yellow)

You can get bonus points! At the beginning, this bell is worth 500 points, but as you continue to capture it, the points increase from 1,000 → 2,500 → 5,000 — 10,000. But if you miss even once, you go back to 500 points!

Grow Larger (Green)

For a limited time the player grows larger and is invincible! During this time, it's okay to bang into walls and enemies. Unfortunately you can't use ordinary attacks.

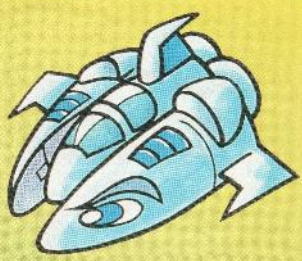
Mum Crest (red)

You can stock up to three mum crest missiles. Fire with the bell power button, and the crest shoots forward, extended up and down, giving damage to all enemies it touches.

Mr. Parodius
(octopus)

The hero of this story. Is the mysterious Great Octopus really his father? To find out the truth, he gives himself the main role and starts out. He's got special weapons like 2WAY, a ripple laser, and even an "Octopus Trap" shield.

Vic Viper



High spatial-temporal battlecraft that has saved the planet Gradius from another Bacterian attack. After it ate too much homemade sweet cakes, it changed shape, but made a comeback with its new shuffle-step missile that wears basketball sneakers.

Four Revolutionaries

Unbelievably mischievous for such a cute character. After receiving a new weapon from Doctor Cinnamon, the Rocket Punch, he appeared as the representative of the twins. His weapon returns to him like a boomerang. Also good with a shield and using the split-up technique.

Who taught this penguin born at the South Pole how to use an air gun? Anyway, this hobby developed into what it is today. His Spread Gun knocks out enemies with an invisible blast, and his Whale-shaped descent missile easily blasts through minor enemies. Although he always tries to look tough, when he gets hit, he looks like a fool.

Enemy Character Introduction

Five Flying Heads
Bee
Clown
Chinchilla Rika
Crabber
Bird-Brained Eagle
Big/little zigzag
Captain Penguinovsky III
Honeygirl

KONAMI® IS A REGISTERED TRADEMARK OF KONAMI CO., LTD.
PARODIUS™ IS A TRADEMARK OF KONAMI CO., LTD.
NINTENDO®, SUPER NINTENDO ENTERTAINMENT SYSTEM™,
THE NINTENDO PRODUCT SEALS AND OTHER MARKS
DESIGNATED AS "TM" ARE TRADEMARKS OF NINTENDO.
©1992 KONAMI ALL RIGHTS RESERVED
MATTEL PTY. LIMITED, 461 PLUMMER STREET
PORT MELBOURNE VIC. 3207 AUSTRALIA

KONAMI®

PRINTED IN JAPAN